

>paper on something in telecommunication and as you can see my writing sucks.
>But I think if I can get some info about something my prof has not hear of it
>will help. So any one out there with info or know how I can get some please
>reply.

As one who has tried (unsuccessfully), let me tell you it isn't easy. I did it on 2m last Aug for the Perseids meteor shower. The only people who got contacts as far as I could tell were people who arranged skeds and just called and called till the other person copied the call sign.

The reflectivity of the ionized trail goes down as some higher order of the wavelength (presumably square but don't know), so contacts are easier on 6m, and contacts can be made in a relatively short time (I've heard about 15mins) with the normal meteor background.

At 10m and longer wavelengths presumably meteor scatter happens a lot, but is not noticed because of the predominance of other modes of propagation.

I first read about meteor scatter in the 50's I think (maybe early 60's) when the military were doing it with very high power and computer links. It's never taken off and as far as I can tell it's only being used by experimenters.

Computers are the best way to go - on voice you arrange to swap every 15 secs. If a meteor comes in the middle of that 15secs, one guy gets the call sign and then has to wait till his turn to transmit, by which time the burn is over. If you arrange to send unconnected packets by computer (ie you don't require a link where you ack all the time just to be sure the other guy is still there) and then when you receive a packet, you dump your whole message, then things go a lot better. There are programs around that will turn your packet machine into a meteor scatter link. However the thrill of getting a contact by voice is lost. You just sit and watch your computer send out packets and then sometime a message will flash on the screen saying "got 'im". It just isn't the same.

The antennas you need are different to normal weak signal VHF antennas, where the signal is weak, but steady. In meteor scatter, the signal is strong, transient and from an unknown direction. So you need low gain (well actually non-directive) antennas, high power and be prepared to call continuously for 12-24hrs.

All the best with your paper

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Date: 24 Mar 1994 17:36:27 -0600
From: ihnp4.ucsd.edu!swrinde!cs.utexas.edu!not-for-mail@network.ucsd.edu
Subject: what does NO -2 N4USH mean?
To: ham-space@ucsd.edu

I am trying to establish an uplink to U022 and so far have all I have gotten is the message 'NO -2 N4USH'. What does this mean? Does anyone have any info on what all the information that OSCARS 22, 23 & 25 routinely downlink means? Some is obvious, some is not. I have found some problems and corrected them and am waiting for evening passes to check them out. Any suggestions or comments on debugging uplinks would be appreciated.

thanks, Bruce. N4USH

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